

Claims

1. A manipulation suppression program which is used to suppress a predetermined manipulation by a user, characterized in that the manipulation suppression program allows a video game machine to function as:

a detecting means for detecting a manipulation by the user being a preset inhibited act; and

an executing means for, if the inhibited act is detected by the detecting means, executing a predetermined operation which suppresses the inhibited act of the user.

2. The manipulation suppression program according to claim 1, characterized in that the executing means includes a presenting means for presenting suppression information which is used to suppress an inhibited act by the user.

3. The manipulation suppression program according to claim 2, characterized in that the presenting means displays a suppression picture which is used to suppress an inhibited act by a user.

4. A manipulation suppression program which is used to suppress a predetermined manipulation by a user while a main game is executed, characterized in that the manipulation suppression program allows a video game machine to function

as:

a detecting means for detecting a manipulation by the user being a preset inhibited act; and

an executing means for, if the inhibited act is detected by the detecting means, executing a predetermined operation which suppresses the inhibited act of the user.

5. The manipulation suppression program according to claim 4, characterized in that the executing means includes a presenting means for presenting suppression information which is used to suppress an inhibited act by a user.

6. The manipulation suppression program according to claim 5, characterized in that the presenting means displays a suppression picture which is used to suppress an inhibited act by a user.

7. The manipulation suppression program according to claim 4, characterized in that the executing means includes a game-situation changing means for changing a game situation of the main game if an inhibited act is detected by the detecting means.

8. The manipulation suppression program according to claim 7, characterized in that the game-situation changing means changes a parameter which corresponds to a character who

appears in the main game.

9. The manipulation suppression program according to claim 4, characterized in that the executing means includes a main-game terminating means for terminating the main game forcedly if an inhibited act is detected by the detecting means.

10. The manipulation suppression program according to claim 9, characterized in that the main-game terminating means: presents, to the presenting means, suppression information which is used to suppress an inhibited act by a user, everytime the inhibited act is detected by the detecting means; and terminates the main game forcedly if the number of inhibited acts which are detected by the detecting means is equal to, or more than, a predetermined number of times.

11. A manipulation suppression method which suppresses a manipulation by a user, characterized by including the steps of:

allowing a video game machine to detect a manipulation by the user being a preset inhibited act; and

allowing the video game machine to, if the inhibited act is detected in the detecting step, execute a predetermined operation which suppresses the inhibited act of the user.

12. A video game machine which suppresses a manipulation by a user, characterized by including:

a detecting means for detecting a manipulation by the user being a preset inhibited act; and

an executing means for, if the inhibited act is detected by the detecting means, executing a predetermined operation which suppresses the inhibited act of the user.